

## ABSTRACT

A geometry and lighting graphics accelerator with an improved clipping process. Clipping is performed prior to any calculation or evaluation of primitives for lighting, texture, fog, or color.

- 5 Barycentric coordinates are used to define all vertices: original, intermediate, and final intersection points. Use of barycentric coordinates results in less storage space. A circular buffer is used during the clipping process to store input and output polygons. Use of the circular buffer also results in reduced storage requirements.

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